

ABSTRACT OF THE DISCLOSURE

A system of real-time interaction for multiple objects. The system includes a scene dividing module, a first control unit, a second control unit, and a synchronization module. The scene dividing module divides a main scene into a first scene and a second scene, and determines the adjacent area of the first scene and the second scene. The first control unit controls at least one object in the first scene, and the second control unit controls at least one object in the second scene. When the status incidence of the objects controlled by the first control unit and/or the second control unit overlaps the adjacent area of the first scene and the second scene, the synchronization module enables the first control unit to synchronize with the second control unit.